

Amendments to the Specification:*Paragraph beginning on page 8, line 17*

In addition, the recording device must synchronize the four channels of audio it receives from the two endpoints. It must be adapted to not only synchronize between playback and transmit between two endpoints, but must also be adapted to synchronize audio between transmit and playback from the same endpoint.

Paragraph beginning on page 9, line 30

Since the recorder receives the audio signal that was generated and transmitted from each endpoint, it can reconstruct the audio signal that was actually played on the endpoint. To playback an audio signal, the recording device needs to know the samples that were actually played on each endpoint. The recorder is provided knowledge of the audio played on the other end via information transmitted in the data sample packets it receives. Each endpoint is adapted to include an indication of the audio that ~~[[is]]~~ it played, with the packet of data samples sent to the recorder.

Paragraph beginning on page 10, line 4

To perform accurate playback, the recording device needs to know for each sample an endpoint recorded, what sample the endpoint played at ~~the same~~ that time. The recording device is provided knowledge of the audio played on the endpoint via information transmitted in the header and header extension portions of the RTP packets and via the knowledge of the number of samples in the payload ~~part~~ portion of the RTP packet. There are two methods by which an endpoint informs the recording device which samples were played when the samples in the data packet were recorded: the first method ~~is by using~~ uses timestamps and the second method ~~is by using~~ uses the RTP packet sequence numbers and offset pointers into the RTP packets.